DRAGON WARRIOR

1 TANTEGEL CASTLE

2 BRECCONARY

3 ERDRICK'S CAVE

4 GARINHAM

5 KOL

6 NORTHERN CAVE

13 CHARLOCK CASTLE

12 CANTLIN

11 HAUKSNESS

10 SOUTHERN CAVE

9 RIMULDAR

8 SWAMP CAVE

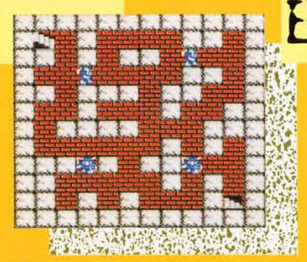
7 MOUNTAIN CAVE

EmuMovies

DUNGEON MAPS

ERDRICK'S CAVE

B1



B2

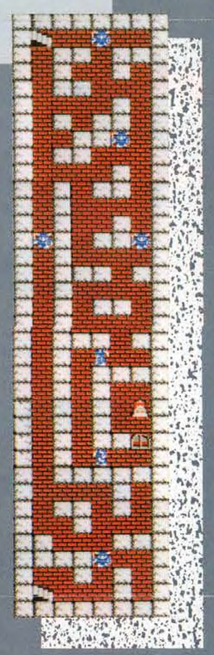
MOUNTAIN CAVE

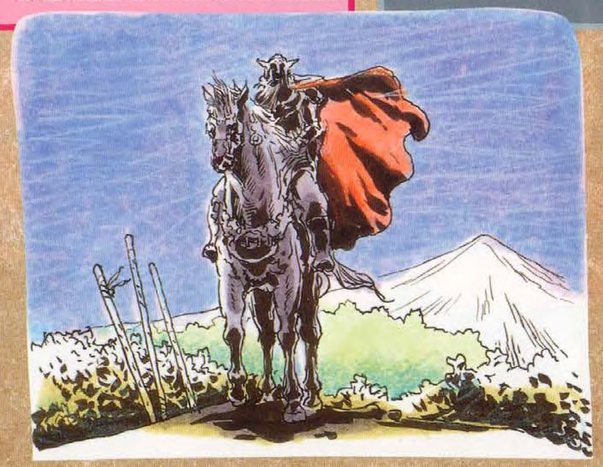
B1

B2

SWAMP CAVE

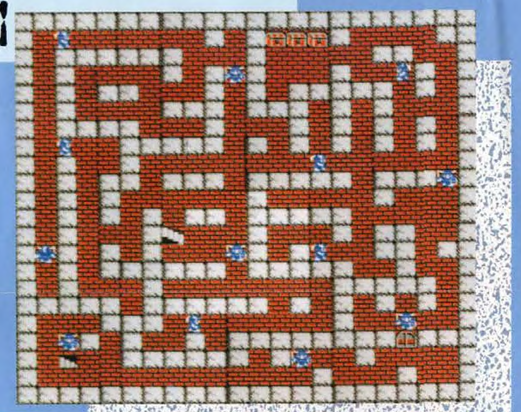
B1





GRAVE OF GARINHAM

B1



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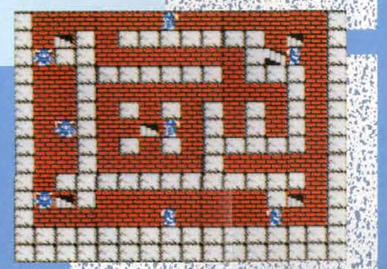

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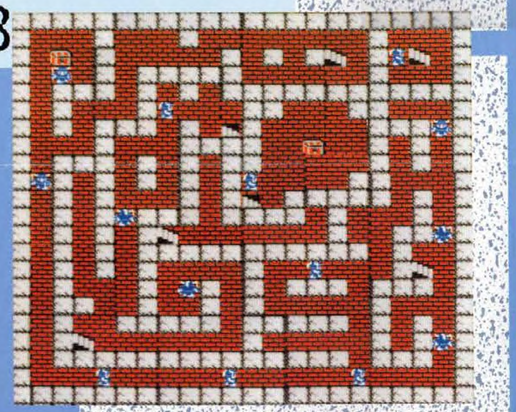

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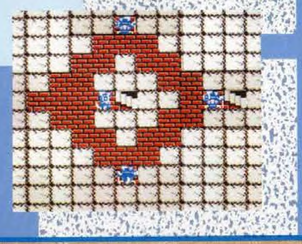


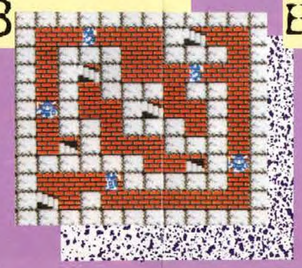
THE CASTLE OF THE DRAGONLORD

F1

B1

B2

B3



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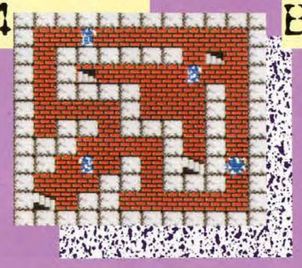

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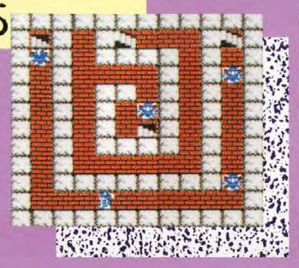

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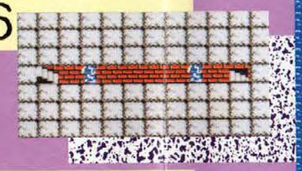

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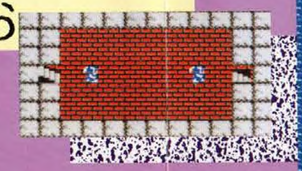


B7

MONSTER IDENTIFICATION CHART

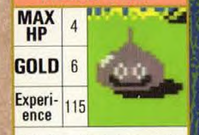
SLIME
MAX HP 3 | GOLD 2 | Experience 1

The weakest enemy in Alefgard.

RED SLIME
MAX HP 4 | GOLD 3 | Experience 1

A slightly more troublesome member of the slime family.

METAL SLIME
MAX HP 4 | GOLD 6 | Experience 115



Lots of experience points can be yours, if you can defeat it.

DRAKEE
MAX HP 6 | GOLD 3 | Experience 2

A flying baby dragon.

MAGIDRAKEE
MAX HP 15 | GOLD 12 | Experience 5

The Magidrakee knows the HURT spell.

DRAKEEMA
MAX HP 20 | GOLD 20 | Experience 11

You had better have your magic ready, Drakeemas are tough.

GHOST
MAX HP 7 | GOLD 5 | Experience 3

This awful apparition can be troublesome.

POLTERGEIST
MAX HP 23 | GOLD 18 | Experience 81

A tough opponent usually found in caverns.

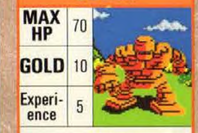
SPECTER
MAX HP 36 | GOLD 70 | Experience 18

Supernatural. Sly. Strong. The Specter is not an easy ghost to bust.

GOLDMAN
MAX HP 50 | GOLD 200 | Experience 6

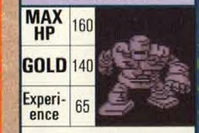
Made of solid, pure Gold.

GOLEM
MAX HP 70 | GOLD 10 | Experience 5



Golem has a weakness for beautiful music.

STONEMAN
MAX HP 160 | GOLD 140 | Experience 65



Solid as a rock, Stoneman is no pushover.

WOLF
MAX HP 34 | GOLD 50 | Experience 16

Strong and persistent, wolves are dangerous foe.

WOLFLORD
MAX HP 38 | GOLD 80 | Experience 20

The SLEEP spell works well on this fiend.

WEREWOLF
MAX HP 60 | GOLD 155 | Experience 40

A real dog of an opponent.

MAGICIAN
MAX HP 13 | GOLD 12 | Experience 4

A good source of Gold and Experience near the start of your adventure.

WARLOCK
MAX HP 30 | GOLD 35 | Experience 13

STOPSPELL should be used immediately when he shows up.

WIZARD
MAX HP 65 | GOLD 165 | Experience 50

As far as magic goes, he's one of the best.

DROLL
MAX HP 25 | GOLD 25 | Experience 10

Drolls hang out in dark passages.

DROLLMAGI
MAX HP 38 | GOLD 90 | Experience 22

It is much stronger than it looks.

SHADOW KNIGHT
MAX HP 50 | GOLD 150 | Experience 37

More than magic is necessary to defeat this extraordinary creature.

SCORPION
MAX HP 20 | GOLD 16 | Experience 6

SLEEP works well on scorpions.

METAL SCORPION
MAX HP 22 | GOLD 40 | Experience 14

Unless you're very strong, use sleep.

ROGUE SCORPIN
MAX HP 35 | GOLD 110 | Experience 26

Lots of trouble, but lots of Gold.

KNIGHT
MAX HP 55 | GOLD 130 | Experience 33

A nasty guy with a nasty temper.

AXE KNIGHT
MAX HP 70 | GOLD 165 | Experience 54

A brutal opponent armed with a sharp axe.

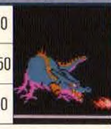
ARMORED KNIGHT
MAX HP 90 | GOLD 140 | Experience 70

He is like a tank.

GREEN DRAGON
MAX HP 65 | GOLD 160 | Experience 45

The weakest of the dragon family.

BLUE DRAGON
MAX HP 70 | GOLD 150 | Experience 60



A tricky and difficult dragon.

RED DRAGON
MAX HP 100 | GOLD 140 | Experience 100

Only the Dragonlord himself is more dangerous.

WYVERN
MAX HP 42 | GOLD 100 | Experience 24

A small, flying dragon found in many areas.

MAGIWYVERN
MAX HP 58 | GOLD 140 | Experience 34

A user of magic spells, the magiwyvern can be a nightmate.

STARWYVERN
MAX HP 65 | GOLD 160 | Experience 43

A strong and unpredictable creature.

SKELETON
MAX HP 30 | GOLD 30 | Experience 11

Weakest of the skeleton family, but still a powerful fighter.

WRAITH
MAX HP 36 | GOLD 60 | Experience 17

This bonehead is rather strong.

WRAITH KNIGHT
MAX HP 46 | GOLD 120 | Experience 28

Luckily, by the time you meet him, you'll know a few magic spells.

DRUIN
MAX HP 22 | GOLD 16 | Experience 7

A creature that dwells in the dungeons.

DRUINLORD
MAX HP 35 | GOLD 85 | Experience 20

Magic and strength are its strong points.

DRAGONLORD
MAX HP ? | GOLD ? | Experience ?

?

SLIME
RED SLIME

RED SLIME
GHOST
DRAKEE
MAGICIAN

METAL SCORPION
SKELETON
WARLOCK
WOLF

SLIME
RED SLIME
DRAKEE

GHOST
MAGICIAN
SCORPION
MAGIDRAKEE

METAL SCORPION
WRAITH
WOLFLORD
GOLD MAN

ROGUE SCORPION
WRAITH KNIGHT
WYVERN
KNIGHT
SHADOW KNIGHT

WEREWOLF
SHADOW KNIGHT
KNIGHT
MAGIWYVERN
STARWYVERN

SLIME
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SKELETON
WARLOCK
WOLF

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WOLFLORD
WRAITH

METAL SLIME
WRAITH KNIGHT
MAGIWYVERN
SHADOW KNIGHT
KNIGHT

GREEN DRAGON
WIZARD
WEREWOLF
STARWYVERN
GOLEM

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